

CLAIMS:

What is claimed is:

1. A firearm shaped game controller for playing an interactive video game, comprising:
 - a gun in communication with a gaming system operating the video game having a handle, trigger, and barrel whereby an actuation of the trigger simulates firing of the gun;
 - a movement controller provided on an exterior portion of the gun for controlling
 - 5 the movement of at least one game character depicted in the video game;
 - a targeting controller incorporated into the gun for aiming the gun at targets depicted in the video game on a monitor in communication with the game system; and
 - a plurality of controller buttons affixed to a side of the gun for controlling actions
 - of the game character wherein the controller buttons are positioned on the exterior of the
 - 10 gun such that actuation of the controller buttons does not substantially interfere with operation of the movement controller and targeting controller.
2. The firearm shaped game controller of claim 1 wherein the movement controller is positioned on a planar side of the gun proximate to the trigger.
3. The firearm shaped game controller of claim 1 wherein the movement controller is positioned on a top segment of the gun proximate to a terminal end of the barrel adjacent to the handle.

4. The firearm shaped game controller of claim 1 wherein the targeting controller is an optical aiming device.
5. The firearm shaped game controller of claim 1 wherein the targeting controller employs electromagnetic radiation that emanate from the gun which are received by sensors disposed about the monitor.
6. The firearm shaped game controller of claim 1 wherein the gun further comprises a secondary trigger proximate to the trigger.
7. The firearm shaped game controller of claim 1 wherein the movement controller for controlling the movement depends outward from the gun and has a terminal end positioned beneath the gun for actuation by a player.
8. The firearm shaped game controller of claim 1 wherein the targeting controller for controlling the targeting depends outward from the gun and has a terminal end positioned beneath the gun for actuation by a player.
9. The firearm shaped game controller of claim 1 wherein the targeting controller depends outward from the gun and has a terminal end for actuation by a player in front of the trigger housing and has a terminal end proximate to the trigger housing for actuation by a player.

10. A firearm shaped game controller for playing an interactive video game, comprising:

a gun in communication with a gaming system operating the video game having a handle, trigger, and barrel whereby an actuation of the trigger simulates firing of the gun;

a movement controller for controlling the movement of at least one game

5 character depicted in the video game is disposed beneath a trigger guard;

a targeting controller disposed beneath the trigger guard for aiming the gun at targets depicted in the video game on a monitor in communication with the game system; and

a plurality of controller buttons affixed to a side of the gun for controlling actions
10 of the game character wherein the controller buttons are positioned on the exterior of the gun such that actuation of the controller buttons does not substantially interfere with operation of the movement controller and targeting controller.

11. The firearm shaped game controller of claim 7 wherein the targeting controller depends from about a bottom segment of the barrel disposed in front of the trigger housing and has a terminal end proximate to the trigger housing for actuation by a player.

12. The firearm shaped game controller of claim 7 wherein the movement controller depends outward from the handle and has a terminal end for actuation by a player.

13. The firearm shaped game controller of claim 7 wherein the movement controller and targeting controller depend from the trigger guard..
14. The firearm shaped game controller of claim 7 wherein the gun further comprises at least one input slot for receiving a memory card, audio input, or an attachable video monitor.
15. A firearm shaped game controller for playing an interactive video game, comprising:
 - a gun in communication with a gaming system operating the video game having a forward handle, a rear handle, trigger, and barrel whereby an actuation of the trigger simulates firing of the gun;
 - 5 a movement controller for controlling the movement of at least one game character depicted in the video game is controlled by movement of the forward handle;
 - a targeting controller disposed beneath the trigger guard for aiming the gun at targets depicted in the video game on a monitor in communication with the game system;
 - and
 - 10 a plurality of controller buttons affixed to a side of the gun for controlling actions of the game character wherein the controller buttons are positioned on the exterior of the gun such that actuation of the controller buttons does not substantially interfere with operation of the movement controller and targeting controller.
16. The firearm shaped game controller of claim 15 wherein the forward handle is pivoted relative to the barrel to effect movement of the character in the game.

17. The firearm shaped controller of claim 15 wherein the gun has a shape of a sub-machine gun.
18. The method of using the firearm shaped controller of claim 1 wherein a player using the gun may depress other buttons affixed on the exterior of the gun while simultaneously.
19. The method of using the firearm shaped controller of claim 7 wherein a player using the gun may depress other buttons affixed on the exterior of the gun while simultaneously.
20. The method of using the firearm shaped controller of claim 15 wherein a player using the gun may depress other buttons affixed on the exterior of the gun while simultaneously.